GAMER

GAMING
RETRO
TECH
NEWS

15th may 2023

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Introduction

Welcome to this new online magazine which Will cover Gaming, Gaming Reviews,Retro Section, Tech News , Streamer info insights And all things Social media.

This Issue will cover the following Tech and Gaming News.

Retro Film Review Path Finder

13th Warrior

Game Review Fable Series

Doom.

Cool Spot

Reapers Retro - Sega Saturn

Video game Quiz - Just For Fun.

Word Search -Just For Fun.

GAMER PATHFINDER

Retro Film Review

Pathfinder (2007 film)

Pathfinder (also known by the alternate title Pathfinder: Legend of the Ghost Warrior) is a 2007 American epic action film directed by Marcus Nispel and written by Laeta Kalogridis. Distributed by 20th Century Fox, it stars Karl Urban, Clancy Brown.

Pathfinder received a negative critical reception and was a box office failure, grossing about USD 31 million compared to a budget of 45 million; it managed another estimated USD 22 million in DVD sales.

The film was loosely based on a 1987 Norwegian film Pathfinder. It was also adapted into a graphic novel by Dark Horse Comics in 2006.

A Viking Age expedition arrives in North America, intending to subjugate or slaughter the native "Skræling" population.

GAMER PATHFINDER

Retro Film Review

The party is itself wiped out by another native tribe, the only survivor being the Viking leader's son, who is adopted by a native woman. The boy is taken in by the local tribe and named "Ghost" for his paleness.

Fifteen years later, Ghost still lives among the tribe. Though he is socially accepted, he has yet to earn the status of a warrior. His romantic interest is Starfire, the daughter of the Pathfinder, an elderly chief of a neighboring tribe.

The only remembrance he keeps of his heritage is his father's sword.

Pathfinder is a Good Movie and worth a watch.

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Retro Film Review

The 13th Warrior

The 13th Warrior is a 1999 American historical fiction action film based on Michael Crichton's 1976 novel Eaters of the Dead, which is a loose adaptation of the tale of Beowulf combined with Ahmad ibn Fadlan's historical account of the Volga Vikings. It stars Antonio Banderas as ibn Fadlan, as well as Diane Venora and Omar Sharif.

Production and marketing costs reputedly reached $160 million, but it grossed $61 million at the box office worldwide, making it one of the biggest box office bombs in history and the biggest one of 1999, with losses of up to $129 million.

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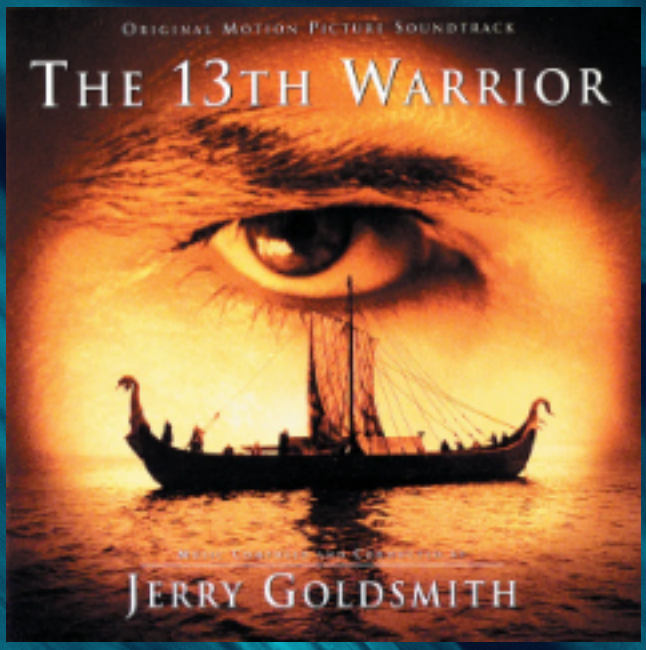
Retro Film Review

The 13th Warrior



Ahmad ibn Fadlan is a court poet of the Abbasid Caliph Al-Muqtadir of Baghdad, until his amorous encounter with the wife of an influential noble gets him exiled as an "ambassador" to the Volga Bulgars. Traveling with his father's old friend, Melchisidek, his caravan is saved from Tatar raiders by the appearance of Norsemen. Taking refuge at their settlement on the Volga river, communications are established through Melchisidek and Herger, a Norseman who speaks Latin. From Herger, the two learn that the celebration being held by the Northmen is in fact a funeral for their recently deceased king. Herger also introduces them to one of the king's sons, Buliwyf.

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Retro Film Review

The 13th Warrior

Ahmad and Melchisidek then witness a fight in which Buliwyf kills his brother in self defense, which establishes Buliwyf as heir apparent, followed by the Viking funeral of their dead king, cremated together with a young woman who agreed to accompany him to Valhalla.

The next day, a young prince named Wulfgar enters the camp requesting Buliwyf's aid: His father's kingdom in the far north is under attack from an ancient evil so frightening that even the bravest warriors dare not name it. The "angel of death", a völva (wisewoman), determines the mission will be successful if thirteen warriors go to face this danger — but that the thirteenth must not be a Norseman. Ahmad is recruited against his will.

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Retro Film Review

The 13th Warrior

Ahmad is initially treated indifferently by the Norsemen, who mock his small Arabian horse; however, he earns a measure of respect by quickly learning their language through careful observation, a demonstration of horsemanship, and his ability to write. Buliwyf, already a polyglot, asks Ahmad to teach him how to write in Arabic, cementing their goodwill towards one another, and recognizing Ahmad's analytic nature as an asset to their and Melchisidek then witness a fight in which Buliwyf kills his brother in self defense, which establishes Buliwyf as heir apparent, followed by the Viking funeral of their dead king, cremated together with a young woman who agreed to accompany him to Valhalla.

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Tech News

Far Cry 7 And A Multiplayer Far Cry Game Reportedly In The Works

One game is reportedly a single-player-only game, while the other one will be a multiplayer-only game.

Ubisoft is reportedly working on two Far Cry games. One will be a single-player experience, while the other will be a multiplayer-based game.This is according to an Insider Gaming report that claims the unannounced Far Cry game was originally meant to be one game until Dan Hay, the former franchise executive director for Far Cry, left Ubisoft to work at Blizzard Entertainment. The report goes on to say that the single-player project is now being referred to as Project Blackbird, and the multiplayer Far Cry is being called Project Maverick, with Ubisoft Montreal being heavily involved in both games. Although not much is known, the report suggests that Project Maverick will be set in the Alaskan wilderness and is set to be an extraction-based looter-shooter. This does align with a previous poll that Ubisoft did in the past that was originally spotted by PC Gamer, where it asked fans where they'd like the next Far Cry to be based--one of the options was Alaska.

The news of the unannounced Far Cry games comes a few weeks after it was reported that Ubisoft has canceled three unannounced projects and delayed Skull and Bones yet again. Far Cry 6 was the most recent mainline game in the series and was released in 2021. Traditionally, most Far Cry games have been single-player focuses with the option to play co-op. The last installment to feature a PvP multiplayer mode was Far Cry 3, which came out in 2012.

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Tech News

Golden Eye 007 Xbox issues are from the N64 original says developer Amid complaints about the quality of Golden Eye 007's remaster, the studio behind its re-release has blamed graphical hiccups on the N64 original.

Considering the amount of licensing trouble surrounding it, it's not hyperbole to say Golden Eye 007's re-release on modern Nintendo and Xbox platforms is something of a miracle.

While its return is welcome, it's not exactly the most ideal situation, with only the Switch version offering online multiplayer. Meanwhile, Xbox owners have found their version suffers from several graphical glitches.

Code Mystics, the studio responsible for bringing Golden Eye 007 to Xbox, has since stated that these graphical errors were already present in the original Nintendo 64 version; fans just never noticed them before.

This is apparently due to the new HD resolution making them more obvious. Plus, despite receiving more updates than the Switch version, Golden Eye 007 on Xbox isn't exactly a full remaster.

Tech News

When asked if it ported the game to Xbox from scratch or used the never officially released Xbox HD port, Code Mystics explained that it's simply based on the same emulation technology it used for the Rare Replay collection.

It's not just the Xbox version that's faced complaints. Others have taken umbrage with the Switch version's archaic control scheme since, by default, it only makes use of a single control stick, like the original game.

Players have already shared tutorials on Twitter for how to make it play more like a modern shooter with twin stick controls.

As disappointing as these issues may be it's unlikely Code Mystics had much room to manoeuvre. As mentioned, there were many legal hoops to jump through just to re-release it and it seems that part of that agreement is that neither Nintendo or Microsoft is allowed to make any major changes.

Perhaps unsurprisingly, there's already plenty of discourse surrounding whether Golden Eye 007 holds up after all these years, with even the biggest fans admitting that time has not been kind.

It is admittedly unlikely to impress modern gamers, but it's worth remembering that Golden Eye 007 introduced many of the innovations that are now standard across first person shooters, and many others that probably should have been.

FABLE Video Game Series

Fable is a series of action role-playing video games for Xbox, Microsoft Windows, macOS, Xbox 360 and Xbox One platforms. The series was developed by Lionhead Studios until the studio was closed in 2016, and is published by Xbox Game Studios.

The Fable series takes place in the fictional nation of Albion, a state that, at the time of the first game, is composed of numerous autonomous city-states with vast areas of countryside or wilderness in between. The setting originally resembles Medieval Britain, with some European elements. The name Albion itself is an ancient albeit still used name for Great Britain. The period of time progresses with each game; in Fable II, Albion has advanced to an era similar to that of the Age of Enlightenment, and by Fable III the nation has been unified under a monarchy and is undergoing an "Age of Industry" similar to the real-world 18th-19th-century Industrial Revolution.

In the first Fable, players assume the role of an orphaned boy who is forced into a life of heroism when bandits attack his village, kill his parents and kidnap his sister. The choices players make in the game affect the perception and reaction to their Hero by the characters of Albion and change the Hero's appearance to mirror what good or evil deeds he has performed. In addition to the main quest to learn what happened to the Hero's family, players can engage in optional quests and pursuits such as trading, romance and married life, pub gaming, boxing, exploring, and theft.

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FABLE Video Game Series

Fable II takes place 500 years after the events of the first game. The world resembles Europe between the late 1600s and early 1700s, the time of highwaymen and the Enlightenment. Science and more modern ideas have suppressed the religion and magic of old Albion. Its towns have developed into cities, weaponry is slowly taking advantage of gunpowder, and social, family and economic life present more possibilities - as well as challenges. The sequel basically expands most or all parts of the gaming experience from the previous game, without changing the elementary modes of playing. The continent of Albion is larger as a game world, but contains fewer locations, and the locations that remain are more developed and detailed. In contrast to Fable, the solving of set quests is not the basis of the story; rather, the story develops from the player's situation in time and place. This gives the game a sense of more interactivity than the first title in the series.

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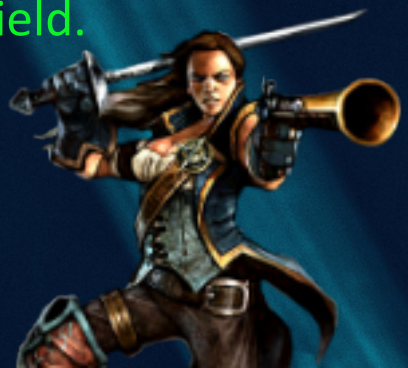
FABLE Video Game Series

In Fable III the setting is 50 years after that of Fable II. The historical development is further advanced since the last version: Albion is experiencing an industrial revolution and society resembles that of the early 1800s. In all of the versions, the moral development (in a negative or a positive way) is at the core of the game play. This moral development is expanded to include the personal or psychological and has a more political aspect, as the goal of the game is to overthrow the oppressive king of Albion, as well as defend the continent from attacks from abroad.

As role-playing video games, the Fable series constructs the development of a protagonist controlled by the player, and the development is related to the same character's interaction with the game world. A major part of this interaction is for the Fable series related to interaction with people, be it conversation, storytelling, education, trading, gaming, courting and relationships, or fighting.

The player is able to develop the protagonist following several parameters, such as magic, strength and social skills. The player may also direct the moral quality of the protagonist, so that skills may be developed in equal terms and conditions both in the negative and positive field.



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FABLE Video Game Series

In addition to this basis of the game play, some of the versions focus on set quests that together give the protagonist the opportunity to develop, as well as unveiling strands of the story of the game.

Fable II and Fable III include cooperative game play, where two players with their own character can join forces in their different tasks.

Despite offers from such large companies, such as Electronic Arts, the over-ambition experienced during Fable's development and overestimated sales of the original game had left Lionhead Studios with low stocks and in debt.[14] To gain access to a bigger budget Lionhead signed with Microsoft Game Studios. An extended version, Fable: The Lost Chapters, was released for Windows and Xbox in September 2005; Feral Interactive ported the game to the Mac platform on 31 March 2008. It featured new content in many forms and, with the support of Microsoft, was a critical and commercial success.

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FABLE Video Game Series

Fable II, Fable III (2006–2012)

Fable II was released for Xbox 360 on 24 October 2008. It was also a critical and commercial success. It featured a tie-in game called Fable II Pub Games that was released on the Xbox Live Arcade, and an interactive online flash game called Fable: A Hero's Tale that allowed players to open a secret chest in the main game.

A third game, Fable III, was released for Xbox 360 on 29 October 2010, and a Microsoft Windows release on 17 March 2011.

On 2 May 2012, Fable Heroes, was released for the Xbox Live Arcade. Despite the amount of differences the game has from others in the series and its mixed critical reception, it being a multiplayer-based family-friendly beat-em-up, the game is popular among fans as it still embodies some of fans' favorite iconic elements of the series.

Decline (2012–2020)

Fable: The Journey, a spin-off within the series, was released in October 2012 in North America and Europe. The game utilized the Kinect attachment for the Xbox 360.

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GAMER *Review*

Doom

December 10, 1993

Genre(s) First-person shooter

Mode(s) Single-player, multiplayer

Doom is a 1993 first-person shooter (FPS) game developed by id Software for MS-DOS. Players assume the role of a space marine, popularly known as Doomguy, fighting their way through hordes of invading demons from hell. Id began developing Doom after the release of their previous FPS, Wolfenstein 3D (1992).

The first episode, comprising nine levels, was distributed freely as shareware; the full game, with two further episodes, was sold via mail order. An updated version with an additional episode and more difficult levels, The Ultimate Doom, was released in 1995 and sold at retail. Doom is one of the most significant games in video game history, frequently cited as one of the greatest games ever made. It sold an estimated 3.5 million copies by 1999; between 10 and 20 million people are estimated to have played it within two years of launch, and in late 1995, it was estimated to be installed on more computers worldwide than Microsoft's then-new operating system, Windows 95.

GAMER *Review*

Along with Wolfenstein 3D, Doom helped define the FPS genre and inspired numerous similar games, often called Doom clones. It pioneered online distribution and technologies including 3D graphics, networked multiplayer gaming, and support for custom modifications via packaged WAD files. Its graphic violence and supposed hellish imagery drew controversy from different groups, such as parents and the news.

Doom has been ported to numerous platforms. The Doom franchise continued with Doom II: Hell on Earth (1994) and expansion packs including Master Levels for Doom II (1995). The source code was released in 1997 under a proprietary license, and then later in 1999 under the GNU General Public License v2.0 or later. Doom 3, a horror game built with the id Tech 4 engine, was released in 2004, followed by a 2005 Doom film. id returned to the fast-paced action of the classic games with the 2016 game Doom and the 2020 sequel Doom Eternal.

GAMER *Review*

Doom is a first-person shooter presented with early 3D graphics. The player controls an unnamed space marine—later termed "Doomguy"—through a series of levels set in military bases on the moons of Mars and in hell. To finish a level, the player must traverse through the often labyrinthine area to reach a marked exit room.

While traversing the levels, the player must fight a variety of enemies, including demons and possessed undead humans, while managing supplies of ammunition, health, and armor.

In the future, an unnamed marine (known as the "Doom marine" or "Doom guy" and later as Doomslayer) is posted to a dead-end assignment on Mars after assaulting a superior officer who ordered his unit to fire on civilians.

GAMER *Review*

The Union Aerospace Corporation, which operates radioactive waste facilities there, allows the military to conduct secret teleportation experiments that go terribly wrong. A base on Phobos urgently requests military support, while Deimos disappears entirely, and the marine joins a combat force to secure Phobos. He waits at the perimeter as ordered while the entire assault team is wiped out. With no way off the moon, and armed with only a pistol, he enters the base intent on revenge.

In May 1992, id Software released Wolfenstein 3D, later called the "grandfather of 3D shooters", specifically first-person shooters, because it established the fast-paced action and technical prowess commonly expected in the genre and greatly increased the genre's popularity.

GAMER *Review*

Cool Spot is a 1993 platform game developed and published by Virgin Games for the Mega Drive/Genesis and Super Nintendo Entertainment System. The game was ported by other teams to Master System, Game Gear, Game Boy, Amiga, and MS-DOS in 1994.The title character is Cool Spot, a mascot for the soft drink brand 7 Up. Cool Spot's appearance in his own video game came at a time when other brand mascots (like Chester Cheetah and the Noid) were appearing in their own video games.

Cool Spot is a single-player platform game in which the player controls the title character. Cool Spot can jump and can attack by throwing soda bubbles in any direction. Cool Spot can also cling to and climb various things by jumping up in front of them. In each level the player must rescue other cool spots, who look exactly alike, from their cages. In order to do so, the player is required to collect a certain number of "spots" that changes (usually increasing) as the game progresses. "Spots" are placed around the level in large quantities.

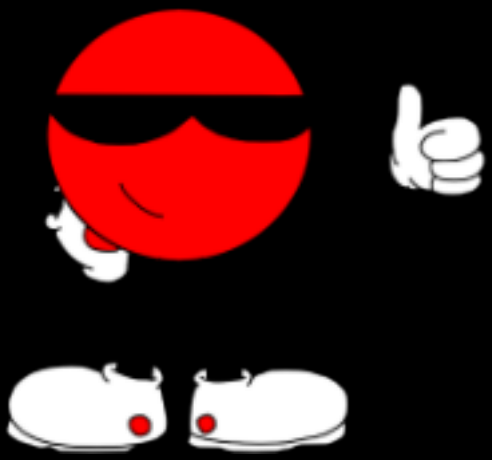
GAMER *Review*

The player's health is monitored by a humorous Cool Spot face that gradually bends forward and eventually falls from its position as damage occurs.

Damage is taken by touching enemies and their projectiles and certain other obstacles. There is also a time limit for each level. The game has no save feature but does include checkpoints in the form of flagpoles.

If the player successfully collects enough Spots to enter the Bonus Stage after defeating a level, it is possible to collect Continues by grabbing a letter hidden within the stage. Depending on the version of the game, all letters either spell "UNCOLA" (7 Up's slogan), or "VIRGIN" (the game's developer). If a Continue letter is collected, Spot will be able to restart on the level he was on at the time of losing his last life, although his total points will be reset.

pretty enjoyable platformer' despite blatant product placement



GAMER SEGA SATURN

REAPERS RETRO

SEGA SATURN

The Sega Saturn is a home video game console developed by Sega and released on November 22, 1994, in Japan, May 11, 1995, in North America, and July 8, 1995, in Europe. Part of the fifth generation of video game consoles, it was the successor to the successful Sega Genesis. The Saturn has a dual-CPU architecture and eight processors. Its games are in CD-ROM format, and its game library contains several ports of arcade games as well as original games.

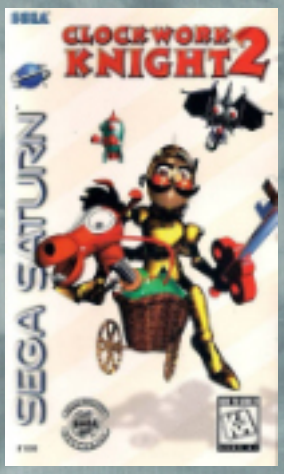
Although the Saturn is remembered for several well-regarded games, including Nights into Dreams, the Panzer Dragoon series and the Virtua Fighter series, its reputation is mixed due to its complex hardware design and limited third-party support. Sega's management has been criticized for its decisions during the system's development.

SEGA SATURN

GAMER SEGA SATURN

REAPERS RETRO

In the early 1990s, Sega had success with the Genesis known as the Mega Drive in most countries outside of North America,backed by aggressive advertising campaigns and the popularity of its Sonic the Hedgehog series. Sega also had success with arcade games; in 1992 and 1993.



Sega released the Saturn in Japan on November 22, 1994, with Virtua Fighter, a faithful port of the popular arcade game, Though Sega had wanted to launch with Clockwork Knight and Panzer Dragoon,

the only other first-party game available at launch was Wan Chai Connection. Boosted by the popularity of Virtua Fighter, Sega's initial shipment of 200,000 Saturn units sold out on the first day. Sega waited until the December 3 launch of the PlayStation to ship more units; when both were sold side by side, the Saturn proved more popular.

SEGA SATURN

GAMER SEGA SATURN

REAPERS RETRO

Half a million Saturn units were sold in Japan by the end of 1994 (compared to 300,000 PlayStation units), and sales exceeded 1 million within the following six months.There were conflicting reports that the PlayStation enjoyed a higher sell-through rate, and the system gradually began to overtake the Saturn in sales during 1995.

Sony attracted many third-party developers to the PlayStation with a liberal $10 licensing fee, excellent development tools.

The Sega Saturn was a great Console and worthy predecessor to the Sega Genesis "Mega Drive" but The console did suffer from a lack of product support from Sega and Strong competition From Sony s PlayStation one which was there main competitor. also Nintendo N64 was also nipping at there heels.

So you had choice between Sega Saturn , Sony PlayStation One or Nintendo's N64. Sega Saturn was great that was a lot of fun to play and had some great games like Panzer Dragoon series and the Virtua Fighter.

SEGA SATURN

Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

1. Which of the following video games has not been turned into a movie?

A. Tekken

B. Quake

C. Silent Hill

2. In The Sims, which fictional language is used?

A. Siminish

B. Simian

B. Simlish

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Video game quiz

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3. What is the killer robot friend of Ratchet called?

A. Clank

B. Blank

C. Drank

4) In Assassin's Creed, which time traveling device is featured?

A. Epoch

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Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

5. What was the original name of Space Invaders?

A. Star Wars

B. Alien Invasion

C. Space Monsters

6. Which was the first version of Grand Theft Auto to have playable female characters?

A. Grand Theft Auto

B. Grand Theft Auto Online

C. Grand Theft Auto: San Andreas

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Video game quiz

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Word Search

GAME CONSOLE WORD SEARCH

A Q E I J G R I E Y J R C C J A X C M L
C Q W J N N M N X S R O B O Q C D P M W
E O C V C W S T B V N V E I Z E R S N A
Q D L G O I N E J O P J A G U A R P F E
G M M E J N I L H X D A N A Z T S L M N
J S E O C Q D L E X W D J M L E L A O B
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C K E L G I R S S S I C E Y C C X A M R
M L W C Q U A I A I E G L A E C D T V Q
Y I G T V C W O V M O J S D E D L I R J
U N M S M E I N A E I N G V C Z Y O D T
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J C E D U R I T B S M T G N M W S L L J
F R R M D A H D L B Q E R C E E V M L S
D N Q M B G R E B S M I B E D S B M S I
T L M E A J L N J R S E U N X U E O E E
M I Q B G K Y G C V H Q V E X A D N Y E
E Q L C E E G P N G V H Y N Z D C H E N

CDI CDTV COLECOVISION DS DREAMCAST GAMEBOY
GAMEBOYADVANCE GAMECUBE INTELLIVISION JAGUAR LYNX
MEGACD MEGADRIVE NEOGEO PSP PLAYSTATION SNES SATURN
VECTREX XBOX

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Word Search

GAME CONSOLE WORD SEARCH -

ANSWERS SHEET

A Q E I J G R I E Y J R C C J A X C M L
C Q W J N N M N X S R O B O Q C D P M W
E O C V C W S T B V N V E I Z E R S N A
Q D L G O I N E J O P J A G U A R P F E
G M M E J N I L H X D A N A Z T S L M N
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M I Q B G K Y G C V H Q V E X A D N Y E
E Q L C E E G P N G V H Y N Z D C H E N

CDI CDTV COLECOVISION DS DREAMCAST GAMEBOY GAMEBOYADVANCE GAMECUBE INTELLIVISION JAGUAR LYNX MEGACD MEGADRIVE NEOGEO PSP PLAYSTATION SNES SATURN VECTREX XBOX

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Solution